

# Loading a FFMP Basin Trend Graph and Downstr...

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## Purpose:

This task demonstrates how to launch a FFMP Basin Trend Graph from the FFMP Basin Table or the FFMP image display in the D-2D perspective.

## Tasks:

Assumptions:

- A FFMP Basin Table is loaded and the basins are displayed in the D-2D perspective.

- 1 From the **Layer menu** in the FFMP Basin Table GUI, select **All & Only Small Basins**.

- This will display the sub-basins for the entire domain.

- 2 Loading a Basin Trend Graph can be accomplished using the following methods :

**A** *Method 1: Right-click* on one of the **individual basins** under the **Name column** in the FFMP Basin Table GUI .

**B** *Method 2: Load a Basin Trend Graph from the FFMP Image in the D-2D perspective.*

1. From the **Click menu** in the FFMP Basin Table GUI, select **Basin Trend**.

2. Switch over to your CAVE window with the D-2D perspective displaying the FFMP Table Display.

3. In the **Product Legend** in the bottom-right corner of the display, **middle-click** the ffmp ktlx Table Display to make it **editable**.

4. **Right-click** on a **basin** in the map editor.

- First identify the instantaneous rate with the dark blue line.  
Any dots greater than zero indicate it rained at that time X hrs ago.

- Notice the black line accumulates precip when the rate is above zero. Identify how much rain fell in the last 1 hr and last 3hrs.
- Toggle on guid, and anywhere the black line accumulation is greater than the purple line is where FFG is being exceeded for that duration (e.g. look at -1.0 hrs and read off the QPE and FFG valid for a 1hr duration like QPE = 1.5" and FFG= 1.25" which would indicate FFG was exceeded for a 1hr duration by 0.25").

- 3 From the **Click menu** in the FFMP Basin Table GUI, select **Downstream Basin Trace**.
- 4 Switch over to your CAVE window with the D-2D perspective displaying the FFMP Table Display.
- 5 If the FFMP legend is not **editable**, **middle-click** on ffmp ktlx Table Display in the Product Legend.
- 6 **Right-click** on a **basin** in the map editor.
  - Each basin downstream will show a connected path highlighting the downstream area.
- 7 **Left-click** on the **Clear Trace** button in the FFMP table to **clear the downstream trace**.
- 8 Task Complete!

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